



GREAT LAKES ATARI DIGEST



Publisher's Perspective

Well, things are really screwed up now!! I deeply apologize that the October newsletter was so late getting to you. I hope you have it by now. We had some problems getting them into the mail, then the Post Office screwed us up in some way. I'm still not certain what the problem is. We know they went into the Post Office, but we're not sure they ever came out.

We've had another major setback with the magazine. Riteway has decided that they were not getting sufficient return for their advertising, so they have pulled out. As a result, I've had to cut back on the number of pages here. Riteway's action points up the importance of supporting our advertisers with your dollars, and of telling them where you saw their ad.

This points up another need as well. We desperately need someone to handle advertising for GLAD. You'll need a little marketing ability, and the willingness to try, try again. We cannot limit ourselves to just computer related advertising. There are other possibilities, but I

don't have time myself to pursue them. If you'd like to get some experience that looks good on a resume', give me or Jerry Cross a call. We really need people from both Lansing, and Flint to pitch in.

With the new revenue situation, I am considering various changes in format for the magazine. It may be as simple as a paper cover for a while, or it may be a more radical change. As I write this, I'm not sure what I may do with this issue. So. If it's different. I hope you enjoy. If there's no change yet, then, maybe next month.

Meanwhile, I need to continue to encourage you to share your experience and opinions with articles and reviews. Those are what make this magazine. You and your efforts. Not just the physical effort of DTP and assembling.

One idea that comes to mind is a beginner/question/answer format. I know that there is a continual influx of new Atarians out there and you have lots of questions. If you'd start writing them down, and submitting them, we could get the answers for you and print the whole shebang as a column or article. No one knows the questions better than you folks, and other people are certainly interested in the answers.

I hope to see your byline soon.

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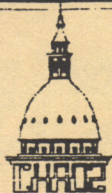
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Editor: Leo Sell

Production: Leo Sell

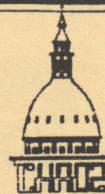
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**Great Lakes Atari Digest
Box 16132 Lansing, MI 48901**



Capitol Hill Atari Owners Society

...serving Lansing and Mid-Michigan



About CHAOS...

C.H.A.O.S. is the CAPITOL HILL ATARI OWNER'S SOCIETY, serving the ATARI community of the Lansing, Michigan area. The CAMPUS HILL ATARI OWNER'S SOCIETY is the Michigan State University chapter of C.H.A.O.S.

Membership dues are \$15.00 per year and entitle the member to a 1 year subscription to our newsletter, a free disk from our regular libraries, and access to our libraries and other resources. Dues may be paid at any C.H.A.O.S. meeting or by mail. If not using an official Membership Application, please include your Name, Address, Phone and a list of your equipment and interests.

Sysop David Pendell and C.H.A.O.S. invite you to call one of the country's finest BBS's at 517-882-6716. 300/1200/2400 baud, 24 hours a day (ATASCII/ASCII) serving both the 8 and 16 bit Atari computers.

Send inquiries regarding C.H.A.O.S., mail orders, memberships and so on, to:

C.H.A.O.S. PO Box 16132 Lansing, MI 48901

Meetings are held monthly on the THIRD Saturday of the month at 10:00 am and last until 1:00 pm. Join us in the basement meeting room of Union Federal Savings and Loan, on Saginaw Street just East of Abbot Road in East Lansing. Please park in the rear lot.

Illegal copying, or any violation of copyright laws, is not condoned or allowed at any C.H.A.O.S. sponsored function, including the CHAOS BBS.

ELECTED AND APPOINTED OFFICERS OF CHAOS

Position	Name	(all 517) Phone #
President	Leo Sell	349-0404
Vice Pres	Brian Goluska	332-4415
Sac'y-Treas	Stephen Brooks	353-7720
8-bit Rep	Malcolm Cleveland	485-6743
16-bit Rep	Chet Kapusinski	676-4539
Gen. Pub Lib	Innaniah Pothacamury	332-0558
ST Publ Libr	Chet Kapusinski	676-4539
XL/XE SIG Co	Guy Hurt	484-7875
8-bit Librarian	Levi Trotter	394-3917
ST Librarian	Sally Nagy	484-1976
ST SIG Coord	Mike Fildes	484-1073
BBS Sysop	David Pendell	online
CHAOS BBS	400 happy users	882-6716
BBS ST Libr.	David Pendell	online
BBS 8bit Libr.	Brian Cousineau	online

Presidentially Speaking

by Leo Sell

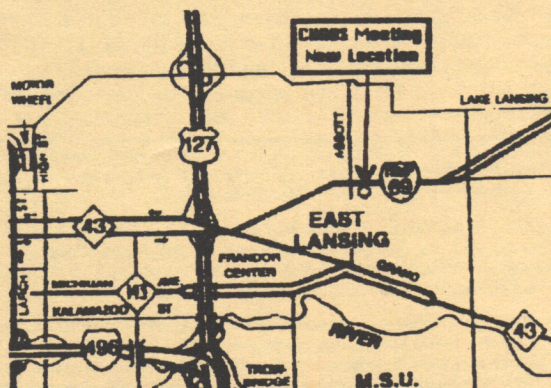
Last month's auction went VERY well. There were lots of great bargains for people. Prices were a bit low for the sellers' taste, but it was fun. The club items all sold for fair prices. Thank you bidders for your generosity toward the club.

With the sale of the donated equipment, we've pretty well dug ourselves out from under the mess from the show items. I even got generous with caps and mugs now that they're "paid off".

The disk librarians are finishing up the new listings even as I write this. They tell me they'd like to have the new catalogs out by the November meeting. I hope we can do that. We have inquiries about the rental program waiting, and you members have a habit of wanting to see before you buy. Coming soon! And thanks to all who've pitched in and helped.

Seems like things are getting a little grim in the real world of Atari computing. I see where ANALOG is ceasing publication soon. That leaves only ANTIC as a regularly published, national, commercial 8-bit/ST magazine. And it's shrunk to a shadow of its former self. ANTIC has also seemed to me to be a lot more self-serving and less generous with permissions than ANALOG was. Farewell to a fine magazine.

Had a friend, who is a hybrid IBM/Atari user, buy and try



a Portfolio. He is a poweruser in the PC support area of a major Michigan corporation. He wants to like the little thing, but so far seems to think that for what you'd use it for, the Sharp Wizard does as well for half the price. Even more incredulously, he showed me where the manual talks about service and support. There is not a phone number listed at all. For support, the manual suggests Portfolio owners contact their local user group! WHAAAAATTTTT????? These are BUSINESS users here. They want to contact someone knowledgeable and helpful, right away. They certainly aren't going to look for a user group. But thanks for the thought, guys. Just when I think Atari has pulled a boner, a bigger one comes along. WAKE UP, SAM!!!!

Returning to more mundane club matters, we desperately need someone to start handling publicity for the club. The job isn't hard. It just needs to be done on a regular basis. It's a matter of sending cards to the newspapers, and radio and TV stations, monthly for their public service announcements. We need to get the word out to local Atari owners, from the XEGS to the ST, that we are here and kicking. Give me a call if you can give a hand.

TI then...

BBS News

It's been a real challenge at times, getting the board moved. First, there are all of the details involved in setting up the new phone line, then the hassle of tearing down the equipment and moving it. Then you have to set it all back up. Whew!!

Adding to the problems was a flaky hard drive. The drive was causing intermittent problems and a replacement was ordered 6 weeks ago. Unfortunately the replacement was DOA. So, we had to send it back and wait for another. It finally came at the end of October. Gary Ferris gave a hand getting it set up, even though he isn't really active in Atari computing anymore. Then, to top it off, the newest drive turned out to be bad too. So we bought one Gary wasn't using anymore, but knew worked. Thanks Gary.

The long and short of it is the BBS has moved, the hard drive is fixed, and everything is finally going real well. Thanks to all of you for your patience

We're now up to 30 megs of storage. We're replacing the lost files, and we've got plenty of room for new uploads.

Oh yeah. The new phone number is 517-882-6716. The old number is being forwarded for a while. But you better change over to the new number right away.

ATARI-8 Overview

by Brian Cousineau

In this column, my purpose is to give you summaries of some of the best Public Domain programs available on CHAOS for the 8-bit computers. If a program comes out that I think will have a major impact on this line of computers, I will devote this entire column to it. Other times, I will detail programs that I think need a more in-depth explanation, than the short summary that is available in the online index. Still, other times, when it's been a slow month on CHAOS, I will talk about some of the standard programs, and give a short summary of some of the programs new to CHAOS. The latter is what I was planning on doing for this month's column. There along came ZMAGAZINE issue #177.

For those of you not familiar with Zmagazine. It is a free online magazine published by Rovac Industries. Zmagazine was in 40 column ATASCII format, until issue 177.

I have touted Zmagazine as the best publication around for information on the ATARI-8 line. I still think it is except for the new format. Zmagazine is now published in 80 column ASCII format. Which is great for people who don't own an 8-bit, but is TERRIBLE for those who own one. Try and read a file that is in 80 column format on a 40 column computer. It's not a pretty sight!!!!

I am not alone in my opinion either. The following appeared in issue 165 of ZMAGAZINE, it was written by Frank Walters of the TACO BELL BBS.

THE 40/80 COLUMN BATTLE

Harold Brewer pulled a fast one with ZMagazine #164. He made part of it in 40 column format and other parts in 80 columns. I think the sly fox did it to provoke each side on purpose, since a mixed column issue dissatisfies both proponents. Touche, Harold, it provoked this response from me. Notice my reply is not in 80 columns, so you already know where I am coming from.

Atari is a 40 column computer. I happen to like 40 columns, especially as these tired old fighter-pilot's eyes don't seem to have the magic in them any more and I like the big letters. ZMagazine is an Atari support on-line publication and should consider primarily the target audience—the 40 column Atari users. Some read it on-line, others capture or download it and read it off line. Most probably read it on screen with a viewer program or DOS copy function. I even wrote a text reader program myself, for both text and ATASCII cartoon viewing. It is called Lazy Reader and uses 1 key file select from any drive. I can use joystick or keyboard to pause/resume and even has a screen dump with 'D' for printout of a small section of information for use later. This and many similar programs are widely available for download on most Atari bulletin boards.

Centurion BBS has a print utility file right in the ZMag section called DEMAPRNT.ARC that will print a three column ZMag in ATASCII graphics on an Epson compatible printer. There are similar useful programs for those who want hardcopies of all the ZMags.

Now back to the current issue. I really like the ATASCII illustrations that Harold includes from time to time in the magazine. It makes the ZMagazine one of the truly unique on-line format magazines and sets it apart from the standard text type of the other computer related on-line media. I put a short ML subroutine in my own BBS that will automatically translate any textfile from ATASCII to ASCII prior to sending it via XON/XOFF if the BBS is in ASCII at the time. It takes less than 2 seconds for a 24K full buffer and replaces control characters with spaces, leaving the EOL to be translated by the RS232 during the send.

I realize most bulletin boards don't have this feature, but then most ASCII callers could care less about reading an Atari specific magazine. The STs have their own ST-ZMagazine, too.

Why are so many Atari users apologetic about having ONLY 40 columns? I see messages all over the place left by Atarians in search of the perfect 80 column setup. Let's face it people, the Atari will never have a perfect 80column that works with all software. There have been many successful compromises, the best of which was probably the old Bit-3 board with LJK Letter Perfect, but even it had very limited applications. If you absolutely must have 80 columns, you are better served looking for another computer than an Atari. (You will notice I call my computer an Atari and nobody mistook that I was talking about an ST. The ST is ALWAYS referred to with the 'ST' label, with or without the 'Atari'.)

Once you can accept in your mind that you actually have a real 40 column computer, then, and only then, will you learn to enjoy it to its fullest. Give up the tireless quest and put your mind to use in more productive areas. Sure, you can still use a few 80 column programs, but try not to get carried away by a hopeless obsession.

There is nothing inherently bad about reading text in 40 column format. The newspapers have been using it for many years and I've never seen any complaint from readers about that.

I now keep back issues of ZMagazine on disk files in ARC format instead of printing them out. With Harold's great index summaries, I can scan through the index for the article I want and just unARC the issue I need to refer back to for some information. My BBS carries the ZMag in text format for either read or capture, as I have limited file storage capacity at one time (I also hate hard drives).

Give me a chance to put on my crash helmet and now you 80 columners can take your free shots.

(Zmagazine Editor's note: The "index summaries" which Frank writes about are compilations done by previous ZMag editors and others (except for the latest summary, that is).)

I share Mr. Walter's sentiments. Zmagazine is for the ATARI-8 computers!! Why should an ST user be able to read Zmagazine online, but an ATARI-8 user not? The first paragraph in Zmagazine 177 was written by Ron Kovacs, the editor. It states, "I hope we have not upset our readers too much with our change over to this 80 column format. The ATASCII was indeed nice to look at on BBS systems, but the straight ASCII readers cannot read the issue without converting it first...."

I understand publishing it in ASCII format, so that everyone can read it online. But, putting it into 80 columns, that just defeats the purpose of having an online magazine for the ATARI-8. I offer a simple compromise. Publish the magazine in ASCII format, but leave it in 40 COLUMNS, that way EVERYONE can read it. Having the best of both WORLDS, is better than no WORLD at all.

ONE LAST THING, for those of you who use SpartaDos, there is a GREAT program online to convert ASCII text to ATASCII format. It is called SDVERT3. It also will also convert text from an Amiga, Commodore, Mac, or IBM.

GREAT DEALS from CHAOS!!!

Super ST Disk Sale - Single Sided disks are only \$1.00 each!! (In lots of 5, please). Buy at the meeting or send \$5 plus \$1 shipping for each set of five disks to:
CHAOS ST LIBRARY CLEANOUT DEAL Box 16132, Lansing, MI 48901

Public Domain Rental Program - Both the ST and the 8-bit CHAOS Public Domain Disk Libraries are again available for rent!! The 8-bit library rents for \$75 with a \$125 deposit. The ST library rents for \$99 with a \$200 deposit. Rent both for \$150 and a \$300 deposit. For more information or a rental agreement, write:
CHAOS LIBRARY RENTAL Box 16132, Lansing, MI 48901.



Genesee Atari Group

...serving the Flint Area Atari

About GAG...

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Nelthercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Styke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is \$15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by its members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy. Piracy is theft!

The Genesee Atari Group PO Box E Flint, MI 48507

Name	Position	(313) Phone#
Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	(517) 288-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

Presidents Report

by Jerry Cross

I want to begin by apologizing for missing the last meeting. That's what happens when you work for the phone company sometimes. I didn't have time to set up anything so the meeting was sort of unorganized.

Elections didn't take place at the October meeting so we'll try to hold them again in November. I'm told we have a volunteer for the 8-bit librarians job, but we could still use help in other areas. Gil is looking for help in re-organizing the ST library, so if you would like to help out please be sure to attend the next meeting. If you can't make it give me a call and I'll pass the word on.

We are looking into making a bunch of "Blitz" cables. These are a special cable that, when used with BLITZ public domain software, will let you duplicate most disks in super-fast time. It uses the printer port to print to the second drive. Note that you MUST have two disk drives to use this method. The cost of these cables will be \$30. The instructions and software are available in the ST library, or on FACTS BBS, if you want to make your own. Material needed is a standard ST modem cable, and a male RS232 plug. Cost for materials is around \$20.

Take note that GAG is now considered an "affiliated" group of the Atari Interface Magazine (AIM). This means that we no longer receive many of the privileges of a "participating" club, such as no club section or free want ads. Subscription prices are now \$15 a year instead of the previous \$10. AIM was nice enough to extend the current price to those who are already subscribing to their magazine. Even at \$15, AIM is still a very good magazine, with plans to expand their number of clubs to include many across the country.

A final note, one of our members recently wrote commenting on the lack of 8-bit articles, especially the basic "ABC" tutorials. I agree with him. It doesn't really come to your attention until you chat with a brand new 8-bit user who doesn't even know how to access the DOS menu. This happened just a few weeks ago when I tried to talk a new Atari user through the process of loading a binary file. You just don't realize how much you really know until you go through one of these experiences. So, if you are an experienced 8-bit user, PLEASE take a few minutes to sit down and write an article, or give me a few suggestions on what to write about. Writing a tutorial that's of interest to the average user without boring them to death is a challenge.

That's it for this month, see you at the next meeting.

WANTED:

Atari Connection Magazine back issues.
Also looking for Atari 1450 XLD computer.

If you have these items, or know of a source please contact:

Ray Melzer
PO Box 18323
Minneapolis, MN. 55418-0323

The NEW GAG ST Library

October, 1989 Disk Additions

GAG Disk #316 Cyberscape Animations

Three interesting cyber animations for your viewing pleasure. Includes a viewer program. May require 1 Meg.
LOGOSPIN.SEQ RAISINS.SEQ P38 .SEQ

GAG DISK #317 AGT Adventures

Three text adventure games created using the AGT Adventure Creator also available in this library. Pork1 and Pork2 are take offs on the Zork adventures from Infocom. Sophisticated parser and long text descriptions. Includes run time program.

PORK2 GHOSTTWN PORK

GAG Disk #318 Tiny Pics

BLUES .TNY	BOGIE .TNY	CHEETA .TNY
DRAGON .TNY	DRSMITH .TNY	FACE1 .TNY
GOOFY .TNY	JUKEBOX .TNY	KANSAS .TNY
MIRIA1 .TNY	NOEL .TNY	PAINTCANTNY
PATTERNSTNY	POPEYE .TNY	RREAGAN .TNY
RUDEBOX .TNY	RUDEBOX2.TNY	SHUTL747.TNY
SMARTON .TNY	SPHERES .TNY	STGUIDE .TNY
STORMTRETNY	TURKEYS1.TNY	TURKEYS2.TNY
VADAR2 .TNY	CIRCUS .TNY	ERROR .TNY
FOOZEBUG.TNY	FRANKEN .TNY	FRED .TNY
KRAZYCAT.TNY	MICKEY .TNY	MICKEY2 .TNY
MICKEY3 .TNY	TROLL .TNY	WEATHER .TNY
XMAS .TNY	ATAT1 .TNY	DARTH .TNY
FALCOLN2.TNY	STARDES2.TNY	TIEFIGH2.TNY
XWING .TNY	YODA .TNY	FALCON .TNY
HANSOLO .TNY	STWARS01.TNY	STWARS03.TNY
VADER .TNY		

GAG DISK #319 Variety Pack

BLASTER .PRG
A Defender clone with all the bells and whistles. Color only. Includes a help screen in the program. Stop the alien invaders from snatching people from the planet.

BLOODMONTOS
A playable arcade demo from England, Blood Money, with great graphics. Includes only the first of four levels. Battle all sorts of nasties then collect the coins so that you can buy better weapons. One or two players.

GILBERT .PRG
Another playable demo of a commercial English game. Strategy oriented.

SKULLDGG.PRG
A full working version of a formerly commercial game in the Boulderdash mold. Gather the crystals by digging through the maze in a race against the clock. 100 different levels. Start at any level. Save high score to disk. Includes Docs.

Graphics

Games

Pictures

Games

AMMO .TOS

A British game called Ammotrack. Guide your vehicle down an obstacle filled road gathering fuel and weapons. You only have one minute but you can gain bonus time. Fast. Includes docs.

STTETRISTOS

A version of the Russian strategy game. Includes docs.

GAG Disk #320 Spectrum Pix

ALIENNAISPC	BAKTOFUTSPC	CRPARK .SPC
SPEC09 .SPC	STARTREK.SPC	DOVES .SPC
MOVIE1 .SPC	MOVIE10 .SPC	MOVIE11 .SPC
MOVIE12 .SPC	MOVIE13 .SPC	MOVIE14 .SPC
MOVIE2 .SPC	MOVIE3 .SPC	MOVIE4 .SPC
MOVIE5 .SPC	MOVIE6 .SPC	MOVIE7 .SPC
MOVIE8 .SPC	MOVIE9 .SPC	BWVARGAS.SPC
BILL_CATSPC	EARTHRIIS.SPC	PATCHI .SPC
TRICERATSPC		

Pictures

GAG Disk #321 Variety Pack

BLOOD41 .PRG

A role playing game. Travel from town to town fighting monsters, gathering experience, and collecting gold to aid you in your quest. Includes docs.

REVENGE .PRG

A twisted type of game. Evade the little blobs by moving on screen obstacles. See how long you can survive.

SLALOMBS.PRG

A skiing game.

ROOKIE .PRG

A shooting game in which you must figure out who is the bad guy and shoot him. Lot's of fun and not too taxing.

BLOODWCH.PRG

Playable demo of two player Dungeonmaster type game from England. Two joysticks required.

GAG Disk #322 Clipart

DTP

A collection of clipart (more than 80 images) arranged in folders and including a viewer program. All of the pictures are in IMG format. Following are the folders:

4JULY	Animal1	Animals
Animal2	Clipart2	Rockstar

GAG Disk #323 Informer Demo

Applications

INFORMER.PRG

A working demo of a graphical oriented database program. Database size is limited to 3K. Includes help screens and some documentation as well as a sample database to play with. This database program can store pictures in Degas format. Ordering information and pricing is included in a doc file.



ST Hardware

DVT Hard Disk Backup System

by Jerry Cross (GAG)

IN THE BEGINNING....

Well, it's that time again. Every 6 or 8 weeks it's the same thing. Time to back up the hard drives on my bbs. You folks who don't own hard drives never experienced the joy of this undertaking. Those who have hard drives and haven't backed them up haven't experienced the joy of a major crash. There is some law of physics that says the longer you go without backing up a hard drive the greater the chance of a crash. Therefore if you do it often enough you will never have a crash, right? Don't bet on it.

It's become a science with me now. Backing up two 30 meg hard drives requires careful planning and logistics. First I need to dig through my computer room and locate about 40-50 disks. You ever see my computer room? Several hours later it's time to reformat them. That takes a bunch of time also, but it makes the actual backup go faster. Then I get out my trusty TURTLE backup program, but I'm still not ready to begin.....

I'm looking at several hours of work, so I need nourishment, right? I get on the phone and order a pizza delivery ("Yeah, I said peanut butter AND anchovies! What's the matter, you never put anchovies on a pizza before?"). Then I dig out some video tapes to watch to help pass the time. No adult tapes though, I have to pay attention to what I'm doing or I'll get the disks mixed up. I long ago learned this trick and wired my room so I could patch into my VCR in the living room.

This whole process usually takes me several hours and goes well into the evening. The next morning I'm stiff from all that sitting and sick to my stomach. But it's got to be done, right? There has to be a better way.

ALTERNATIVES....

There are a few ways to make your backup task easier. By far the best way is to get a streaming tape backup. Only recently has one become available for the Atari ST, the FAST drive from ICD. This gadget will back up your hard drive at an incredible speed, and store it on a special digital cassette, similar to an audio cassette. The actual backup only takes a few minutes. However, at a cost of around \$900 it's far more than the average 20 meg drive owner needs.

Someone once recommended that I get another hard drive to back up to. Well, it certainly would be convenient but the thought of spending another \$500 for a drive that would just sit there untouched didn't make sense. However another ALTERNATIVE is the Supra FD-10 floppy drive. This drive takes a special 5 1/4" disk and stores up to 10-meg. You could keep your backup on these disks (about \$30 each) and still have use of the drive by inserting another blank disk. I took this route for a while, but after filling up 6 disks for my bbs, and another 4 disks for other "important" things, it was starting to cost too much. Also along this line is Atari's new Removable disk drive that holds 44 meg. This is another good backup system. But, again, it wasn't for me. Time to look for other alternatives.

DVT ARRIVES!

Seymour-Raydex...you remember them, the folks who came up with a digitizer that hooks up to any standard dot matrix printer...has finally come out with another hardware device that once again takes advantage of hardware you already have in your home. You can now back up your hard drives with the use of any VCR recorder. All your data can now be saved to a good quality video tape. This product retails for about \$250, but can be picked up for closer to \$200 at some dealers. This makes it one of the most economical ways to back up your hard drive yet, next to floppy disks.

The hardware consists of a small cartridge that plugs into the cartridge port of your computer. You attach this cartridge to your home VCR with the use of any standard video cables with RCA plugs. The package comes with 2 cables about 5' long but you can easily purchase longer cables at any store.

Seymour-Raydex emphasizes that you use only good quality video tapes, and your VCR should be in excellent working order. You should probably take your machine into a repair center to be cleaned before you begin. After that, you should use a good quality head cleaner to keep it that way. Be sure to use very good quality tapes or you will get a lot of "drop-outs", losing a lot of valuable data.

The actual process of backing up the hard drive is extremely simple. After booting the software you click on the appropriate command and just follow the prompts. You are asked what partitions to back up, and then told to turn on your VCR and press return. The actual time it takes depends on your hard drive. But from my tests it takes around 30-40 minutes to back up a 20 meg drive. The capacity of the tape is about 55 meg based on using Standard speed (recommend by Seymour-Raydex). Note that you must have 1-meg of memory to use this product, so you 520ST users are out of luck until you can upgrade your computer.

The computer will load each file into memory to form a

"bundle" These bundles are then sent to the VCR. When you wish to restore your backup you simply reverse the process. Restoring is a bit more annoying since you have to manually stop the VCR to give the computer time to write the files back to the hard drive, but it's a minor problem. The software also has a "verify" feature that will go through the tape to be sure every file was backed up correctly. This is a nice feature. Remember that you are using your VCR for something it was never intended to be used for, and one single glitch on the tape will destroy a file. Or if your machine is not clean or not in alignment you could lose dozens of files. It's nice to know the files are saved properly.

You are also given the feature of getting only certain files from the tape. If you have a tape filled with files and wish to restore only a few (to a floppy perhaps) you must search the tape for the correct bundle. It is not necessary to search the entire tape, however, if you have a general idea of where the file is located. You can start in the middle of the tape, and the computer will simply wait until it sees the beginning of the next "bundle" before reading in the files. This also makes it convenient to back up more than one drive to a single tape, since you can simply append it to the end of the first backup. By marking the starting position on the label you can quickly locate beginning of that drive on the tape.

The early version of the software (v1.4) was loaded with bugs. When I first received my DVT and I attempted to back up my hard drive, I started with only one partition containing 800 files. After backing it up I did the verify command and discovered that 80 files (about 10%) were bad! This is not good! I got on the phone immediately to Seymour-Raydex and talked to their technical support people. They confirmed that the software was indeed buggy and that new software (v1.6) would be shipped in the mail within a week to all registered users. Sure enough, it arrived in the mail (v1.9!) and didn't cost me a dime for an upgrade. This is the same type of excellent service and support I have received from them on other products too.

I didn't expect that much of a change in the software, but after backing up the same drive and then verifying it, there were NO errors! Of course I was suspicious, so I backed up my bbs drives (all 60 meg) and again, NO errors! I was extremely impressed!

There are still a few little problems with the software. It will not back up files bigger than 800k, and there appears to be a bug that will crash the program when it's restoring or verifying. Just before writing this article I received version 1.11 of the software in the mail (again, FREE!) that said this bug was fixed. It appears that any tape with "dropouts" will cause a crash during verifies, and there is just no way to recover from it. So a feature was added to the software that will now check the tape

before you begin backup to see if the tape is acceptable to use. Again, they point out using only good quality tapes.

CONCLUSION...

Backing up a hard drive is something you should do at least once a month (more if you use it daily). Believe me, it's no fun to have to restore a drive after a crash. You have to search high and wide for the files you lost. If you are still not convinced, stop right now and imagine what would happen TODAY if you crashed your drive? Would it be inconvenient? If so, you must ask yourself how much trouble you want to be put through to back it up regularly. A tape backup system is by far the fastest and best way to go. Now that the DVT software has been debugged and works beautifully, I strongly recommend it to owners of large hard drives. If you are using smaller drives (10-20 meg) the price may be more than you are willing to take, but the convenience is well worth the price.

NOTE TO GAG MEMBERS ONLY

If you would like to borrow this product to examine it for yourself contact GAG President Jerry Cross at 313-736-4544.

8 is Enough 1-bit Tech

From ARC to ALF...

By Brian Cousineau

This article will deal with the file compression formats, the whole disk to a single file formats, and the programs that make these formats possible.

If memory serves me right one of the first programs to take a disk, DOS and all, and put it into one file was SCRUNCH. It didn't compress the files, but at the time, it was a way to send a whole disk over the phone lines. That is about all it was too. Personally, I stayed away from SCRUNCHED files as much as possible. I ran into too many, that after downloading would not unscrunch.

Some boards still have scrunched files on them. If you are going to download them they probably will require the last version of SCRUNCH, which is 3.0.

Then along came SQUISH. This followed along the lines of SCRUNCH, except it also compressed the files as it went along. I don't know how popular this one was, because, I don't remember this ever unsquishing anything.

In 1987, the definitive disk compacting program was put into Public Domain by Bob Puff. It is called DISK COMMUNICATOR. There were four versions of this program, 1.7.2.2.3.0, and the last 3.2. The last one is available on CHAOS under the name DSKCOM32. Don't forget the Docfile either, It is named DSKCDOC. DISKCOM not only compacted single density disk, it also could be used on enhanced and double density disk. Another unique feature of it was that it compressed a sector at a time instead of a whole buffer. It also made the compact tighter than shrink or scrunch by using a non-repeat packing and searching for same sector data in the current track.

DISKCOM files are identified with the extender .DCM or on CHAOS by DiskCom. Also, if you have a problem uncompacting a DISKCOM file, FILEFIX, a fixer for DiskCom files is available on CHAOS. A DiskCom file can be compressed even more by ARCing it.

Which brings me to the subject of ARCHIVING and ALFING. Archiving is compressing one or more files into a single file. The ARC program had its beginning in the MS-DOS world. The first ARC programs allowed an ATARI 8 to unarc a ST, IBM or ATARI ARCed file, but the programs sometimes generated errors in the files it created. Also, those ARC programs for the ATARI-8 WORLD were terribly slow. Along came ALF. The best thing about it was that it dramatic increase in speed over the ARC programs of the time. The bad point about it was that, unlike ARC, it could only be used on the ATARI 8 computers.

Just as Alf was coming into its own, along came the SDX cart, which included an ARC program and Bob Puff's SUPERARC programs. These two programs did in ALF. Although they were just a little faster than ALF, they took over because of the ability to be used with ARCs from the ST and IBM. Whether or not you have an SDX cart, I strongly recommend that you make Bob Puff's SuperArc 2.0 and SuperUnarc 2.4 part of your program collection. The SuperArc series by Bob Puff is the BEST around. It is the fastest, and does the best compression of any program. Like the SDX ARC it will uncrunch an ALF crunched file.

As I stated before, If you do not have DiskCom 3.2 or the SuperArc series, you should get them. Sooner or later you will run into a program that needs to be Unarc'd or Uncompact'd into a disk or UnAlfcrunched. SuperArc is also a GREAT way to backup all of your files. You can get approximately twice as many files on a disk with it. Plus, if you are going to upload a program and a docfile, I can't think of a better way to say time and money, than to ARCed both of them into one file and upload it. One last thing, if you DiskCom a file, ARC it afterwards to save even more space.

Note: When downloading an IBM or ST ARCed file make sure that you are in ASCII translation mode.



8-bit Software

Printware

by Brian Cousineau

Print Power and Print Kit by High Tech Expressions are low cost, versatile graphics programs. In the genre of Print Shop by Broderbund. I purchased Sesame Street Print Kit, so my niece and nephew could create their own coloring books. I was so impressed by the product, I bought Print Power. Both programs are basically the same. I just bought Print Power for the additional graphics and borders. The only difference between the two is that Print Kit has a storybook option and Print Power has an option to change AwardWare graphics to PrintPower graphics. For the purpose of this review, program will refer to both Print Power and Print Kit, except where it is duly noted.

When you first run the program, you must make a printer selection. By taking the printer selection option from the main menu, you not only can choose from a wide variety of printers, but you can also configure the program to the type of memory you have available. You can choose from OS-RAM, XE RAM, REGULAR RAM, or OS and XE RAM. The program uses the extra ram as a print spooler. If using XE ram, and 8 by 11 sign will be sent to ram, and then printed all at once, instead of printing a few lines at a time.

After you are done configuring your system, you can return to the main menu and choose to create one of the following; Sign/Stationery, Card, Banner, or Story-Book(option available with Print Kit). Before I go into detailing each of these options, I want to deal with the work area, text fonts, styles, and editing features.

The work area is divided into two screens. The top part has a template, so you can see exactly where a graphic or text will be printed. The bottom is the work area, where you type in the text, and menus of the graphics, borders, and text styles are displayed.

After selecting Sign, Card, or Banner, you are ask to choose whether to create a new one or edit the old one. Everytime you create one of the above it is save to disk. I think this is a great option because, you can create it and print it at another time. The only problem is that it only saves your last creation in each of the options.

Print Kit comes with twenty borders, Print Power with forty. These borders may be a half-inch or inch wide. The can be printed all around, on the left side, right side, both sides, top, bottom, or on both top and bottom of your creation.

Both programs come with sixty different graphics. They can be printed in five different sizes, Big, Half, Quarter, Two Inch, or One Inch. If you don't want a graphic, the No Graphic choice can be selected. The graphics may be placed anywhere on the page by using the arrow keys and the space bar to place them. The graphics are good, but only Hi-tech graphics may be used. Public Domain PS Icons cannot be used.

There are seven fonts to choose from. They are Avant Garde, Fine Print, Headline, Old English, Times, Xmas, and Zapf. These can be printed in three different sizes; single, double and quadruple. Also, they can be printed in seven different styles, Bold, Italics, Jazz(3D effect), Normal, Outline, Raised, and Shadow. Not only can text be overlaid on a graphics, but you can have up to four fonts on a page. The text can be right or left justified or centered on the page.

Now, a little about the four different types of creations. Three different types of CARDS can be made. You can make a wide, or tall, or tent card. The front, back, inside left and right of the wide and tall card can be printed on. The tent card can be printed on two sides. A vertical, horizontal, or half page SIGN can be created. Any of the border options can be used in creating a BANNER. There is only one graphics size, but you can flip the graphics on one side to wrap your text in bookends. With no border there are eleven size one lines available. You can choose from eleven different text sizes. The banner size is determined by the text font and the length of your message. I can be one page or forty-two pages long.

The fourth option is STORYBOOK, which is available only in the SESAME STREET PRINT KIT program. I don't understand why they have this option. It is exactly the same as the sign horizontal option. It would make sense if each of the pages could be save. But as you create each new page, the last one is erased.

ONE LAST OPTION, the creation can be printed in draft mode or final mode. Did I like the programs? Yes, I did. At 14.95 retail, I paid less than ten dollars each for them at a department store. I felt they were worth it. The versatility of the programs is great. I liked all of the options available, from the text styles, to the ability to use four different fonts on a single page. The programs do things, I wish my Print Shop program could do. The only drawback is the limited amount of graphics available. It would be nice to have a program that could convert the multitudes of Public Domain Print Shop Icons to Hi-Tech format.

ONE LAST COMMENT, since the ATARI and Commodore programs are on the same disk, both Print Kit and Print Power should be available where ever they sell Commodore software. I even saw the programs in Walden's Bookstore.



YOUR GUESS

Fill 'er up!

by Leo Sell

Sometimes, you get almost done with putting something like GLAD together when you find you're a little short. At 5 foot 8. I often seem that way! When you're short a little, like a quarter column, you can put in a cartoon, or break out some text. But when it's an entire column, you can be in real trouble. So.....here I am, trying to fill this space with something or another.

Here's what I came up with. A number of people helped out the club by being generous at the auction and paying a fair price for club software and equipment that was donated or otherwise made available. At the time, I made it clear that several of the items had a string attached. The buyers were warned that I expected reviews for the newsletter. Just to remind them, here's a list of people that bought and promised reviews (just to remind y'all—ok, so maybe I'm embarrassing you...)

- o Levi Trotter - Levi bought the XEP80, 80 column adaptor and AtariWriter 80. He even tried it out on his monitor at the meeting, so he's had lots of fair warning.
- o David Pendell - David bought the Tweety Board from Practical Solutions. So, stop listening to that thing, and start writing...
- o ??? ?????? - I'll be checking the records, but someone bought BeckerCad. Hopefully you're designing your review already.

There were a few other items as well, a 1040ST, an XF551 Disk Drive, but I'm not sure they need reviewed. Meanwhile, I'll use a few more tricks to take up room....

Of course, we'll welcome articles and reviews from any source...

Write on!

For Sale:

Supra 20 mcg hard drive. \$375

Indus GT disk drive

(8-bit), needs repair. \$20

Call Leo Sell, 517-349-0404, before 10 pm



November 1989 Vol. I No. 9

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 Financial Planning
 ST Public Domain Shelf
 8-Bit Public Domain Shelf

Sig Hartmann Retires!

Story by John Nagy

After five years with ATARI Corp, Sig Hartmann announced in mid October that he will resign/retire effective November 1st, 1989.

He had been assigned at Vice President level in charge of OEM sales, Industrial sales, and Institutional sales, moving to those responsibilities from his prior position in software/developer support, now handled by Antonio Salerno. Sig spent much of his time away from his primary responsibilities in order to be the primary public speaker for Atari.

Sig has regularly charmed audiences at Atarifests and shows with his views and information about Atari, and generally has been able to thaw the chilliest of listeners into feeling good about the company. As the only effective public speaker offered by Atari since the variable but very public Neil Harris, Sig has been in high demand.

Fortunately for Atari and audiences alike, Bob Brodie (new User Group/Show Coordinator) has proven to be a thoroughly enjoyable and effective speaker at several recent events. He spoke to an assembly of 200 users from 5 groups last month in New Jersey, and shared the "Official" Atari seminar duties at the WAACE Atarifest with Sig. Bob seems to be the heir apparent for the "image" jobs to come.

Sig has hinted widely about retiring for some time.

At the April 1989 World Of Atari show at Disneyland, Sig spoke of introducing the "new blood" who would be shaping Atari's future. He shared the podium then with Mike Dendo (VP Sales) and Joe Mendolia (VP Marketing), both of whom have since resigned from Atari. "Sam (Iramiel, Atari Corp CEO) and Jack (Iramiel, Atari owner and Chairman of the Board) don't think I have suffered enough yet", Sig joked then, "so I have to work a while longer." Private comments indicated that the retirement would come within a year at that time.

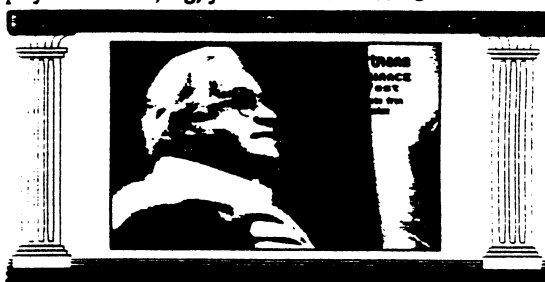
More retirement talk came up this summer when in an enthusiastic moment, Sig declared that if the Portfolio and Stacy were not available for sale by the end of Sep-

tember, he would resign. Although the Portfolio nearly made it on that schedule, the Stacy is tied up in FCC testing for some time to come. We've been assured that this is not the reason for Sig's retirement, of course.

Although it may well have been the lack of an appropriate replacement for Sig on the speaking circuit that kept Sig from setting a date until now, November 1 is the fifth anniversary of Sig's employment at Atari, and his stock and benefits fully vest at that time. Sig worked with the Iramiels at Commodore before they bought Atari, and before that was instrumental in a total overhaul and turnaround at TRW.

Sig Hartmann's plans for the future are not settled, but may include some additional service to Atari. It is expected that he will attend COMDEX in November (Las Vegas) for fun and to see both new products and old friends. Not one to sit for long, Sig has mentioned moving to Germany (either to work or just to relax) as a serious option. (It is said that Sig was offered a top management position with Atari Germany last year.) For the present, Sig hopes to finally be able to spend some time at his suburban Los Angeles home without having to constantly commute to Sunnyvale, some 300+ miles up the Pacific coast.

The Press and Atari owners across America have all appreciated the human side of Atari that Sig was able to project. Thanks, Sig, you will be missed! ●



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☐ H. Michael (Mike) Morand joined Atari on September 25, 1989 as the President of Atari Computer (U.S.). Mike will be responsible for all operational aspects of Atari Computer sales, marketing, distribution and administration within the United States. Mike joins Atari from AST Research, Inc., where he was Vice President of Systems Marketing and was responsible for launching their desktop computer products (memory expansion boards, multifunction systems, etc.) into the market. In addition, Mike was in charge of AST's advertising, public relations, and reader development. He has also worked for Xerox Corporation, Scientific Data Systems, Data Card Corporation, MSI Data Corporation, and Litton Systems, and has over 25 years experience in the computer industry.

☐ Atari Vice President and popular speaker Sig Hartmann is retiring this month. See the full story in this issue of Z*Net.

☐ Atari's User Group Coordinator, Bob Brodie, again requests that user group officers send in all the information about their group including the groups name, address (preferably a Post Office Box), a contact name, and phone number. In the coming month, a revised user group listing will be made available - don't be left out! Contact Bob at Atari Corp, (408) 745-2052

☐ As reported online by ST-ZMAG-AZINE last month, entertainment software developer EPYX is laying off some of its work force and changing its focus to developing video games. This layoff will bring the employee count down from nearly 100 to only 16. As reported earlier this year, Epyx designed and developed the Atari Lynx, hand held video game system. Epyx plans to continue developing games for the new Atari machine, scheduled for availability in November 1989.

☐ The Atari Portfolio has been shipping for about a month now. This new hand held computer comes complete with 5 software packages. Word has been spreading fast throughout all areas of the country because of the advertising blitz funded by Atari! The Wall Street Journal, New York Times and USA Today are just a few of the publications recently including Atari advertising. Word of huge orders (as many as half a million units to a single client who hopes to integrate the system into their national services) are being met with both excitement and worries. There is

some doubt that Atari can provide sufficient units soon enough to accept some of the larger orders! It may be that the Portfolio will become the biggest success story for Atari since the original 2600.

☐ Although shaken well in the San Francisco earthquake in October, no injuries or serious damages to Atari's Sunnyvale headquarters were sustained. Power, water, and phone disruption were the main problems. Sunnyvale is only about 15 miles from the epicenter of the quake, actually much closer than the areas of Oakland and San Francisco that were destroyed. Just a block away from the Atari headquarters is a large NASA satellite tracking system. Fears of damages there caused a delay in the launch plans for the US space shuttle, which did launch successfully a day later.

At the time of this writing, reports indicated that the Tramiel residence had suffered some serious damage from the quake.

8-bit News

☐ Roy Goldman, updating the status of Daisy-Dot 3, a revision of his multi-font letter quality printing software for dot matrix printers and Atari 8-bit computers: Commands for controlling left & right margins, hanging indents, changing densities, centering, flush right, justification, four different character widths, hard spaces, hard hyphens, and changing fonts are all finished. Up next are multiple height options and a new tabbing system that should eliminate almost every alignment problem. Daisy-Dot 3 might be shipping in January 1990.

☐ Work continues on a new version of TextPro, an immensely popular public domain word processor for the 8-bit Atari. According to programmer Ron Riche, a beta version should now be available. Says Riche, "If I encounter no problems, this version will run from high memory and use all RAM underneath as buffer space. The lower the MEMLO the bigger the buffer. The new version also has a couple of extra goodies, a control lock, fancy screen print, and a number of bug fixes from the original that were never taken care of."

☐ Diamond's Alan Reeve recently announced that Diamond Write has started shipping as version 1.0. This version includes different fonts, mixing styles, search and replace, 80 column,

graphics printout, ruler and more. A spell checker and XEP80 support has not been included, but a spell checker will added shortly and become available free as an upgrade. Diamond is a graphics operating system in a stackable cart that gives the 8-bit Atari mouse-controlled operation similar to an ST. Reeve-soft, 312-393-2317.

☐ Where is GOE, the "other" graphics operating system for the 8-bit today? ZMAG has been trying to contact Total Control Systems for almost 6 months. The last conversation we had with David Sullivan was back in January. We wonder how many people have sent money for the product (offered via advance sales a full year ago this month) and also wonder if the funds have been returned. If you have any information on the current status of Mr. Sullivan, please let us know!

☐ DataQue, the maker of the Turbo 816 replacement CPU and operating system for the 8-bit Atari, has announced the first program for the product. Turbo-Calc is a spreadsheet program with the following features: Runs on XL/XE with 32k or 64k of RAM, 400/800 with revision B Atari OS and at least 32k RAM, Turbo-816 Systems using Standard RAM or Expanded RAM. Uses up to 8Mb of Expanded RAM, 64 Rows by 64 Columns Cell Grid, Shell to DOS (using MEM.SAV or equivalent if needed by your DOS), compatible with DOS 2.x, MYDOS, DOSXL, SpartaDOS, or SPX (Standard memory model with 48k or less of expanded with SPX). Automatic detection of memory type available, cell (block) move, copy, delete, kill, and edit. It runs under Turbo-View Windowing Environment (FAST!!!) and all commands also have HOT key equivalents. Many help screens available via hot key or Turbo-View. Cartridge based, it works with hard drives or Floppy Systems. Suggested retail price will range between \$30 and \$40.00. Look for its release this month.

☐ Keith Ledbetter has shipped the first batch of Express terminal cartridges. The stackable cart for the 8-bit Atari gives unparalleled power in an instant-load package. A disk drive is not even required for simple terminal use with any standard Hayes compatible modem. It supports numerous batch transfer protocols at speeds up to 19,200 baud, and it will also work with Atari 1030, XM301, and SX212 direct con-

Continued on next page ☐



nect modems. Featuring windows and drop down menus (although NOT using a mouse), it's quite easy to use. \$69.95 from Orion Microsystems, 2211 Planters Row Drive, Midlothian, Virginia 23113.

[7] Computer Shopper Magazine will end its long support for the 8-bit Atari and other older computer lines with its December 1989 issue. New Editor Bob Lindstrom is an Atari ST owner himself, and appreciates the power of the small computer as well, but has had no advertisers that seem to be concerned over the older units. The dropping of the "classic computers" is part of a refocusing of Computer Shopper, a 700 page monthly magazine that still will carry ST material, often with 5 or more articles per month. IBM and MAC will be the main direction now, with some additional Atari ST, Amiga, and Apple II coverage. These last three are in danger of also being dropped if sales and interest remain sluggish. The point seems to be, if it doesn't sell ads, they don't need the circulation that the small computers might satisfy.

Late news: John Anderson, former Editor of Computer Shopper and longtime Atari supporter, most recently acting as Senior Editor of MacUser magazine, was reported killed in the San Francisco earthquake.

ST News

[7] Soft-Aware Releases INFORMER II, a Data/Graphics Manager for the ST. INFORMER II utilizes concepts found in word processors, forms managers, report writers, and spread-sheet programs without the burden of programming. Creation and duplication of data and graphic oriented applications such as invoicing or realtor listings is commonplace. The three disk system comes with a full-sized 120+ page illustrated manual containing three tutorial training sessions. Soft-Aware Unlimited, 334 "B" N. Euclid Ave., Up-land, CA, 91786, 714-982-8409, FAX 714-985-2348.

[7] Neocrypt has discovered a VIRUS on all of the WordUp v2.0 upgrades and new packages with serial numbers from WUP004000 to WUP004249. This virus itself is harmless and does nothing more than copy itself to the boot sector of all disks that are accessed. This will, however, ruin self-booting disks as well as making IBM compatible disks fail to be readable on an IBM. It is also possible that this virus could be the "key" to activate some

other virus, or that this virus interacts to duplicate some other virus. However, Neocrypt has already disassembled and looked closely at the virus, and can find no indication of how it might act as a "key". To be safe, users should clear out all but the first 32 bytes of the boot sectors of their WordUp disks, using a disk editor or a virus killing program, such as VKILLER. Viruses like this one have completely taken over some disk collections without the owner ever knowing it. Club libraries are also falling victim. **CHECK ALL OF YOUR DISKS NOW!!!**

[7] Fast Technologies Q & A's from recent Online Conference with Jim Allen, Jr., discussing their Turbo 16 process accelerator:

Q: What type of processes get sped up the most & which ones the least??

A: Printing postscript, arc/unarc, assembling/compiling from ram disk, PC DITTO type emulations, are all sped up the most. Communications and digitizers are sped up the least.

Q: What would the advantage be to have a blitter and the T16?

A: The blitter can help a lot with basic graphic operations, but the software has to be good. TurboST 1.6 is an example that really uses the blitter. Tempus is another program. It can get you another 10-15% speedup. It is a specialized device though, so only certain graphic operations are helped, for instance drawing straight lines like in window boxes. It is all a price performance calculation, benchmarks are available that show the worth of the blitter, you have to make your own decision.

Q: Are there certain models of ST's that may have trouble with T16?

A: There are some memory upgrades in old 520 STs that hang over the 68000 and block any upgrade to the processor, but there are some that don't. There is no machine that we don't fit in, including the SThey.

ZNET EUROPEAN NEWSWIRE

(Editors Note: Please be aware that the following is a EUROPEAN REPORT and software releases discussed here are NOT necessarily available in the United States, now or ever.)

[7] Audio Visual Research will be releasing a 16-bit stereo sampler this month. This system has been designed for professional musicians. AVR is the same company which previously released ST Replay. AVR will also be releasing a monochrome package called the ST14 which includes 12 bit sampling

with 14 bit output. Microdeal, the current publishers of ST Replay 4 will be releasing Replay Professional, a new designed cartridge and software that includes a cut and paste buffer.

[7] Third Coast Technologies is offering an internal hard disk upgrade for the Mega ST. The configuration consists of an ICD SCSI host adapter, 3 1/2 hard drive mechanism inside the Mega case. This upgrade involves screwing the upgrade under the metal shield, and some slight modification to the Mega case. Power is supplied and can be handled from with Mega power supply which can handle up to a 100 meg capacity.

[7] Computer Shopper Magazine will be sponsoring a show November 24- 26, 1989 at the Alexandra Palace in London, England. 250 vendors are scheduled to appear and support every make of computer.

[7] Early 1990 is the date set for the UK release of the TT. The TT (TT030/2), includes a 68030 at 16MHz, 2 MBRam, 30MB Hard Disk, and VGA standard color monitor. The resident operating system called TOS030, will be a variation of the current TOS1.4. Not included is the Unix multi-tasking operating system or the PC emulator.

[7] The 1040 should be phased out during March/April 1990 and replaced by the once called "ST Plus" or "Enhanced ST" now called 1040STE. The STE will include 1 MBRam, fast hardware scrolling, 4096 color palette, 8-bit stereo PCM sound, TOS1.4 operating system, and four SIMM (single in line memory module) for easy expansion to 4MB.

[7] New game announcements this month: Iron Lord, Dynamite Dux, Blood Money, Strider, Promised Lands, Xenon II, Conflict Europe, Curse of The Mummy, and Sword of Aragon.

[7] Moonwalker, the game endorsed by Michael Jackson will be available this month. The story line of the game follows and features some of the hits records Jackson recorded.

[7] Atari Games is planning to release another five games. Enterprise - a planet game, Grand Prix - a racing game, Hell Raider - an interstellar piloting game, Starbreaker - rid your colonies of unwanted visitors, and Prince - an action/strategy game. Look for Prince as the first release.

Continued on next page 



[7] Atari's BattleScapes label has announced the follow up to the successful game Borodino, Armada. This is the next installment of the popular wargame series.

[7] Sierra On-Line has announced nine new games, the list starts with the late October release of Sleephead, an action arcade game. This month will see the release of Hero's Quest, the user sets up his character's attributes and fights off dragons, orcs, goblins and free the land of a terrible curse. In December, look for two releases: Hoyle's Book of Games, which includes four popular card games like Gin Rummy, Old Maid and Cribbage. The return of Leisure Suit Larry with a twist. February's releases consist of Manhunter in San Francisco and Codename: Iceman. Two more releases follow in March with Conquest of Camelot with the user as King Arthur, and followed by The Colonel's Banquest.

The Competition

[7] NEC Home Electronics will begin shipping the ProSpeed CSX, next month. It is said to be the first color laptop computer available in the United States. The ProSpeed CSX measures 15 inches across, 14.4 inches deep and 4 inches high. It weighs 18.5 pounds, including its built-in power supply. The basic system, at \$8,499, comes with two meg of RAM, a 42MB hard disk and a 1.44MB floppy disk drive. Configured with a 100MB hard disk, the system costs \$9,499.

[7] Tandy Corp. announced four new computer products last month, the Tandy 1100 FD, a lightweight, inexpensive PC compatible notebook computer; FaxMate, an easy-to-use FAX system for PCs; Open Desktop, a graphical user interface for UNIX-based systems; and GRIDPad, a four-pound portable computer that uses handwritten input.

[7] A new international standard for data compression in high-speed modems has been approved by Study Group XVII of the Consultative Committee on International Telegraph & Telephone, an international telecommunication organization. Hayes Microcomputer Products Inc. announced support of the new standard for its V-series system products, the new standard - called CCITT V.42bis - "specifies the data compression technique used to increase throughput of modems incorporating the LAPM error-control protocol, bringing an average of three-to-one data compression capabilities and as much as four-to-one on

some files to the V-series system products." Microsoft has received a patent covering technology for connecting a mouse to a personal computer without the need for an external power supply. Microsoft already holds a patent for the external design of the the Microsoft Mouse.

[7] Nintendo has received another patent on its Nintendo Entertainment System game machine, this one related to an earlier patent that describes a system for preventing the play of unauthorized game cartridges on the console.

Nintendo is teaming up with Fidelity Investments to create an online system to deliver financial services to American and Canadian homes via the Nintendo Entertainment System machines. The system will be available in the second half of next year and will include personal portfolio management, trading of securities and mutual funds and access to financial markets. Two years ago, Nintendo introduced a network enhancement to its entertainment system in Ja-

pan and offers a similar online home trading financial services system there in an agreement with Nomura Securities Co Ltd.

Another Nintendo announcement last month claims that it will raise its monthly output of Gameboy video game machines from 300,000 units per month to 400,000 per month by the end of the year. Nintendo has sold 710,000 Gameboys since April. In the US, 450,000 Gameboys have been sold since it began shipping here at the end of July. Nintendo sells the hand-held video game for \$109.95 in the US. ●

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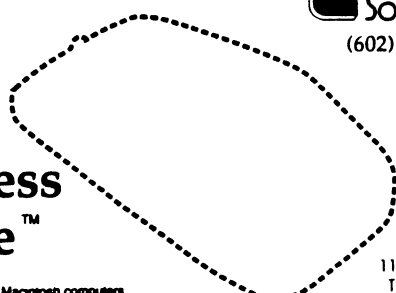
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Innovative Concepts

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Now you use your "incompatible" printer, with Print Shop and Print Shop Companion! Does NOT modify your original disks!

Only: \$14.95 each, for your choice of the following printers: Atari 1020 Printer/Plotter (in 1 of 4 colors), Okimate 10 (black only), Epson LQ-500/800 (24-pin compatibles)

Memory Upgrades

Memory Upgrades are NOW affordable again! All kits below INCLUDE RAMs and software! 128K & 192K upgrades are 100%-130XE Compatible. 256K and higher upgrades INCLUDE our Ramdrive Utility Package!

Computer	Product Name	Description	Price
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800XL	Ramdrive + XL to XE	(64K to 128K)	\$49.95
800XL	Ramdrive + XL	(64K to 256K)	\$79.95
65XE	Ramdrive + 128K	(64K to 128K)	\$39.95
65XE	Ramdrive + 320K	(64K to 320K)	\$79.95
130XE	Ramdrive + 192K	(128K to 192K)	\$39.95
130XE	Ramdrive + XE	(128K to 320K)	\$69.95
130XE	Ramdrive + 576K	(320K to 576K)	\$69.95
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Now XF551 owners can convert their drive to the newer 3.5" format, and have a MASSIVE 720K of storage! Works with MYDOS, SpartaDOS, and the SpartaDOS X cartridge. Excellent for: BBS use, Hard Drive backup, or use as a "mini hard drive". Includes Upgrade ROM, adapting cables and complete instructions. (3.5" drive and cage not included) **SALE Price: \$29.95**

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Happy 1050 owners can now program their drives to be fully compatible with ICD's U.S. Doubler, including formatting disks in the U.S. skew! Also allows you to re-program the drive numbers up to DB! Completely software based, only 1 needed for as many Happy 1050s as you may have! Also includes FREE Happy and Doubler type utilities! **Only: \$19.95**

Imitator Controller

Happy 1050 owners can now go from the Fast or Slow modes, with the flick of a switch! Has another switch for write-protect, meaning "no more disks to notch"! Also has a two-color LED for monitoring the write-protect status. Easy to install, NO soldering required! **Only: \$39.95**

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Has 4 SIO ports to solve the weak signal problems, by allowing you to plug multiple peripherals in one box. Also solves the "dead end" peripherals, like the 410, XM301, and most printer interfaces. NO power required. **Only: \$39.95**

SIO Switch Box

Allows you to control 2 computers with one peripheral setup. OR, 1 computer with 2 peripheral setups! Has 3 SIO ports and a switch for: 2-in and 1-out OR 1-in and 2-out. Also solves the problem of using 2 devices that draw their power from the computer. (like the XM301 Modem, PR Connection, and most printer interfaces). NO power required. **Only: \$49.95**

ICX-85 Keypad

Finally, a numeric keypad for the 8-bits, that does NOT require the use of handlers! Works with ALL your software! Excellent for: programmers, spreadsheets, data base, and more! Deluxe version (for XL/XE/XE-GS) has the 1200XL Function Keys (F1-F4) also. ICX-85 Kit (requires Hong Kong made CX-85) - **\$29.95**
CX-85 Keypad - **\$49.95** Deluxe CX-85 Keypad - **\$69.95**

Modem Mouth

A small device that allows modems that do NOT have an internal speaker (like the 1030 and Avalex) to "hear" what is going on! (busy signals, disconnects, recordings, etc.) Also works as a phone line monitor. Easy to use, just plugs in. **Only: \$29.95**

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Now, along with the Xformer Software (available separately from Darek Mihocka), you can run many Atari 8-bit programs on your ST or Mega! Allows you to plug an 8-bit disk drive or printer into the ST or Mega! Also works for transferring text and AMS music files as well. **Only: \$19.95**

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D.C. ATARIFEST 89

THE EAST COAST'S PREMIER ATARI EVENT

BY BRUCE HANSFORD

The Washington Area Atari Computer Enthusiasts (WAACE), a confederation of nine Atari user groups in the Washington DC area, produced another Atarifest last month that made just about everybody involved happy. The show was held on October 7th and 8th at Fairfax High School in Fairfax, Virginia, an affluent suburb of DC. Show honcho, John (JD) Barnes, indicated that there is a good possibility that next year's show will be a full-blown, professional level show, held in a hotel in the Northern Virginia area.

The show drew more vendors and developers than the WAACE folks were expecting. Trying to accommodate, they offered space to vendors that signed up after the main display room was filled to capacity. The auxiliary vendor room was a small gymnasium (with a LOUD PA system) at one end of the school which, unfortunately, was a bit too far off the beaten path to get much traffic. After listening to the vendors' complaints, the Atarifest crew made space in the main room and entrance hallways for those vendors to set up on the second day of the show.

According to Barnes, the show brought in about 3000 individuals looking for terrific bargains (plenty to be had), new products to check out (a few), and Atari well-knowns to hob-nob with (some of them, too). Unfortunately, WAACE's advertising budget was depleted before they had an opportunity to expose the show to the "un-enlightened masses" of non-Atari owners. However, the show had much to offer to those Atari folks who survived the outrageous DC-area traffic.

The developers present showing their wares included Toad Computers (Toadfile 44), WinterTech (Computer Guide to the Solar System), Sofftek (Turbo ST), CodeHead Software (MultiDesk, G+Plus, etc.), LCD (hard disks), Michiflon (PC Speed, Fleet Street Publisher, etc.), Seymour Radix (IMG-Scan, DVT VCR Backup), Gribnif Software (NeoDesk), Xlent Software, Double-Click (Double-Click Utilities), Magnetic Images (Lost Dutchman Mine), Abacus (BeckerCAD ST), BEST Electronics (BEST Mouse), Rock Digital (ACCEss), 1st STOP Computer Systems Ltd (DupliTwix Blitz), Lantech, Strata Software (Stalker & Steno), Diverse Data Products (drives), Application & Design (A&D) Software (Universal Item Selector), Fast Technologies (Turbo16), and of course Atari Corporation (You Know). Among those who didn't make it (and everybody noticed) were MGraph and Avant Garde.

Others displays and demos included ST-Log Magazine, ST Informer Magazine, Current Notes Magazine, Status Disk Magazine, Unicorn Publications (Atari Interface Magazine), Diskcovery, ZMag/Z*Net, GENie, ST Plug, Accusoft (public domain disks), and several DC area dealers offering their products at discount prices. Dave and Sandy Small (sans offspring) were representing Gadgets by Small with their new Spectre GCR in the Mac Emulation Room. Sandy said the GCR had been shipping for two weeks (but not to distributors yet). Ralph Mariano, the editor of ST Report, made his public debut with his own seminar. Nathan Potechin, president of ISD (Calamus, DynaCADD), was also present but not showing any products.

Some of the new products being shown besides the GCR included: DC Utilities from Double-Click Software, a

set of very useful and unique programs to enhance your ST; ACCess from Rock Digital, a new window-based command line interpreter desk accessory; DupliTwix Blitz from 1st STOP Computer Systems Ltd, a high-speed, low-cost disk duplicator; NeoDesk 2.05 from Gribnif, a minor upgrade to a major ST program; Stalker/Steno from Strata Software, a nifty background terminal emulator accessory with accompanying word processor DA. Noticeably absent were the highly-touted FatBack hard-disk backup utility from CodeHead, and Universal Item Selector III from A&D, neither of which were finished in time for the show.

Atari was represented by Sig Hartmann and Bob Brodie, the new Atari user group coordinator. Sig made his last major public appearance prior to his November 1st retirement. Bob made his first major public appearance and seemed to be doing a terrific job. They showed the Portfolio (being sold everywhere now), and the Stacy (being sold nowhere now).

Practically all the spectators, vendors, and developers queried had positive comments about the show and enjoyed it. All in all, the show was a considerable success, and this writer hopes the WAACE folks continue their highly-appreciated efforts next year. ●



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The Club Room - Financial Planning

by John Nagy

(Each month, Z*Net looks at ways and means of keeping our Atari Clubs thriving. If your club does something unusual that other clubs could learn from, PLEASE send it to us for our next CLUB ROOM!)

Do clubs go under because they go broke, or do they go broke because they are going under? And how important is money in operating a successful club? These questions are not as circular as they sound. Financial management can and does make or break clubs, and like in "real life", money in the bank may not buy happiness, but it can sure help satisfy members.

DUES

Some clubs try to keep their yearly dues very low in hopes of being attractive. Dues as low as \$5 a year may sound good, but if they cripple the activities that the club can muster, the member may not even get what he pays for and will disappear anyway. Without sufficient income, it is very hard to put out a satisfactory newsletter, support a BBS, or even to buy disks for a club library. It can be done, however, if the group is small and the newsletter can be run off for free at someone's business. Still, it may be hard to be taken seriously by members or potential members if the dues are trivial. People perform and expect performance in proportion to what they pay.

Other groups have dues of \$20, \$25, or even more per year. While the high membership fee may indeed keep potential members scared off, some of these clubs have done quite well by providing services above and beyond the usual. An eye must be kept out for what the membership perceives at their return on their investment.

Most clubs today charge from \$12 to \$18 a year, which provides adequate operating capital without being much of a disincentive.

When does your group charge dues? Some have an annual dues date, when every member pays for the entire year ahead. This may seem like a natural event at first, since all the founding members pay at the start of formal operation. Then, as more members are added, they pay pro-rated against the rest of the year, to catch up on the next annual dues date. This kind of dues structure can be catastrophic to a club! If costs go up or unforeseen expenses occur, even the most careful treasurer can't stretch the "bundled" income to make it to the next anniversary. Then, after perhaps several months without club publications or activities, many members may think it unwise to chance it on another year. So, the club goes quickly from out of money to out of members. Even if the money does last until the anniversary, the club's hands are tied if proposals for new projects arise. Finally, it creates a really strange attitude to tell a prospective member "Dues are \$8 this month, but if you join next month, it'll be \$6.75."

A more stable approach is to charge the same amount no matter when a member joins, and charge them again when they renew. After a year or two, the money starts coming in quite evenly through the year, making budgeting easier. Also, if a need arises to raise dues, it can be done at any time. It can even become an incentive: "Join before January and save \$5!" The accounting and membership information is really not much different in either system, and the magazine-subscription style revolving membership creates a more stable club... there is no logical annual "drop dead date".

LIBRARIES

A major source of income for many clubs are their disk libraries. Properly organized public domain disk sales can provide support for expanding the library services and even for club subscriptions to magazines and online services. The prices for disks can be low and still attractive. With bulk disks well under a dollar for ST and 8-bit both, library prices of \$5 and less are typical and provide the buyer with excellent value

for the service. Prices below \$2 are possible, but may not provide the club enough return to keep up the expenses of running the library. "Borrowing" a disk drive from the librarian for making copies may be fine... until that drive needs repair!

Some clubs maintain a disk library and allow free copies to be made at meetings. While this may benefit the copiers, it does little to help the financial stability of the club. Others engage in a risky business of actually lending out the library disks. Damage, loss, and viruses soon reduce these libraries to less than a selling point for membership. To charge enough in dues to allow for these kinds of service may seriously disadvantage potential members who cannot or chose not to come to meetings... but who wish to use the other services. Be sure your library supports itself... and more.

PUBLICATIONS

The first thing to go when money is tight in a club seems to be the newsletter. It is a natural choice, since it is a monthly expense of significant size. However, for members who are not in the mainstream of the club activities, the newsletter is the main "product" that the club offers them each month. When reading the newsletter, a member may choose not to involve himself in particular meetings or shows, but knowing they are going on and that he could at any time take advantage of them may be all he needs to know that his membership is worthwhile. Take away the monthly information, and to half of your membership, it is just as though you closed the club altogether. Don't expect too many renewals if your club has a sporadic or "missing" newsletter! On the other hand, a really good newsletter can create and hold membership all by itself.

SIZE

How big does a club need to be to be stable? Well, that varies widely, but meetings are best when at least 30 people attend, and get better with more. That means a membership of about 60-100 will sustain good meetings. They will also provide sufficient capital to pay for the ongoing expenses of an active club and a satisfactory newsletter. Smaller groups may be able to find ways to economize. Larger groups may be able to take advantage of bulk mail rates (200 pieces per mailing) and reduce their postage costs to 1/5 the first class rates! This is a significant reason to consider "sharing" a larger newsletter with one or two other clubs. (Z*Net rebates kick in after 100 issues as well!)

OTHER INCOME

Clubs have opportunities to earn additional money at shows and Atarifests through more sales from their PD libraries. At recent shows, a neighboring club averaged near \$1,000 in sales! Our own club (CHAOS in Lansing, Michigan) arranged to show and sell a new product, the VIDI-ST, and earned hundreds of dollars for the club.

With more money in a treasury, a club can take advantage of special deals when they become available. Our club found a terrific sale on memory chips a few years ago and bought enough to pass savings on to our members for over a year... at a slight profit! We also provide club owned systems for our librarians... a real incentive for the effort it takes to keep up. Our club owns the entire BBS system and pays the phone bill and upkeep. We pay for GEnie and CompuServe time, and subscribe to several magazines for our publication library. We do it all with under 150 members... most of whom will renew again and again because of the service they have available from their club.

While a club does not rotate around money, money can indeed keep things spinning. Take some time to plan your club's financial future, and it will be healthier for it! ●

ATARI 8-Bit PD SHELF: THE X-COM WEDGE v2.0

Programmed and Reviewed by Ed Bachman

An extended command set utility for SpartaDOS 3.2d and XL/XE's with at least 128k of ram.

The Wedge is a utility, or actually a whole gaggle of utilities in one package. It performs a range of operations, from viewing arc files, moving files, peeks and pokes, a file reader, a file locator, to various Sparta-specific functions. The "icing on the cake" so to speak, is the fact that once installed all these functions become "resident" or internal commands to the SpartaDOS command processor. Better still, the majority of these commands are NOT destructive to memory, unlike most stand alone utilities.

The Lx series of the Wedge was an attempt at consolidating varying utilities, but at an enormous memory cost (hey, you have to put the code somewhere!). Hence version 2.x of the Wedge, which bumps memlo by less than 200 bytes. This is accomplished by placing the bulk of the code out in extended ram. This requires a system of 128k or more, however, this extra space also allows the wedge to be much more powerful than a stand alone utility. Better yet, all of the work performed by the Wedge is done in extended ram, effectively preserving memory in the main bank. This allows for a variety of normally memory destructive tasks to be done, without harming any programs or data in the main bank of memory.

Some Wedge features:

The Wedge adds 17 "extended" commands to the command processor in SpartaDOS 3.2d. It will add an additional three commands if it finds a Multi I/O unit on line as well. Here are some of the features the Wedge makes

available.

- * A "paged" file reader
- * An ARC/ALF file viewer
- * Hex and decimal conversions
- * Peeks and pokes
- * Identify files
- * Find files
- * Protected copy, not memory destructive
- * Count files
- * Double column directories
- * Move files
- * Rename sub dirs
- * Erase files w/query and more.

MIO users will also have a resident DSWAP, lock MIO drive function, and direct access to the MIO menu which does not coldstart the computer should you have a cart installed.

The Wedge works well under a variety of applications and programming environments. Although it is a resident utility, it can be removed at any time for programs that require the extended ram for its own use. If I sound enthusiastic about the Wedge it's because I am! I believe you'll find this to be a very useful utility, and after a time, somewhat habit forming. (grin)

The Wedge is shareware, and can be found on BBSes across the country. The most current revision is always available on my support board, The Atari Computer Users Technical Exchange, The ACUTE bbs 215-261-0620. ●

Floppy Disk Drive Connections

For connecting 5 1/4" drive to Atari ST connector.

PARTS LIST

ST Drive cable (1/2).
34 line ribbon cable.
IBM type drive.
34 line edge connector.
7404 HEX Inverter.
14 pin IC socket.
IC board.
Solder.
22 GA. stranded wire.
Female IBM power, supply connector.
IBM type drive power, supply.

Part No.	Cost
276-1002	.99
276-1999	.89
276-159A	1.49
276-1564	4.95

ATARI ST
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DIN-14
Connector

5 1/4"
Drive
STD BUS
34 PIN
HEX
INVERTER
1704
IBM
DRIVE
POWER
CONNECTOR
SUPPLY

Pin No.	description	Pin No.	Pin No.	Pin No.
1	Read Data		30	
2	Side B Select		32	
3	Ground		All odd	
4	Index		8	
5	Drive Select	1		
		2	3	
	Drive Select	4		12
6	Not used for B			NC
7	Ground		All odd	
8	Motor ON			16
9	Direction IN			18
10	STEP			20
11	Write Data			22
12	Write Gate			24
13	Track 00			26
14	Write Protect			28
		7		21 -5v
		14		41 +5v

Note: Some drives require a program like SIMMS.PRG to slow down the seek rate. Hex Inverter is Radio Shack Part Number 276-1002, TTL INTEGRATED CIRCUIT Hex Inverter pin numbers not shown are NOT connected.

R.R. Weldin Newark, DE
Credits:
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ATARI ST PD SHELF

Reviewed by Alice Amore

GDOS1A, GDOS1B, GDOS1C: These files contain a bounty of 90 x 90 DPI GDOS-format fonts converted from the Macintosh. An ASSIGN.SYS file is included. The fonts were converted by Howard Chu using Neocept's FONTZ! program.

IMG-CATF: The Cryptic Wizard (Chet Walters) has brought us many exceptional shareware programs, not the least of which is PM-CAT, a cataloguer for PrintMaster graphics. This time he's written IMG-CATF, which will catalog .IMG files. .IMG files in specified folders are dumped to the printer in configurable formats, such as 6, 12, or 15 per page, borders on/off, preserve/ignore aspect ratio, and set fonts. Since this is the demo version, it doesn't do much except display the many program options. For a paltry \$10., you can send for the full working version. If your collection of .IMG files are numerous and/or disorganized, this could be the best \$10 you spend on computer-related STuff. (When looking for this demo, make sure you get IMG-CATF and not earlier versions of this demo. Compatibility problems plagued the earlier versions.)

MIDILESN: contains eight mini-lessons designed to introduce the computer user to the ins and outs of MIDI. The author of these lessons, Morris Miller, has a solid writing style, and encourages user groups to include his lessons as a continuing series in newsletters and lectures.

VHSCROLL: This file (which was inspired by the information contained in VIDEOBAS by Mike Stepanky) contains two programs which will scroll picture files made with NEOchrome or DEGA.S. One program scrolls horizontally, the other vertically. These programs could be used for text demos, especially if a timer were programmed in. Uploaded by M. Hughes.

HAIRSTYL: Looking for a money-maker? This demo will explain how you can use your ST, a suitable digitizer, a drawing program, and a Polaroid camera, for a money-making venture: previewing hair styles on digitized faces for a fee. The commercial version, "Computer Safari's Hair Style System" contains 130 female hair styles in DEGAS PCI format, and 40 pages of hair style screen shots. We applaud Computer Safari for finding this unique, necessary, and possibly lucrative application for the Atari ST.

TEX (01 thru 48): This monster collection of files, totaling close to 5 megs in size, requires at least 1 meg of memory and one double-sided drive. TeX (pronounced "tech") is a document processor/typesetter that is common to many computers. It contains its own fully-programmable language, and is used primarily for typesetting documents containing complex equations and diagrams. TeX isn't for everyone, but if you happen to be typesetting a math book (who isn't?), you'll need it. Mono only.

FILENAMR: Here's another winner from Tom Hayslett. "File Namer" will let you change an existing filename to include any of the ST's 256 ASCII codes. Now you, too, can include the Atari fuji symbol in your filenames! ASCII codes and normal "keyboard"

symbols can be easily combined. You'll like the results.

MERRIEM: Speaking of Tom Hayslett, here's the ultimate .SND file. MERRIEM, familiar to just about everyone, is the digitized soundtrack from the beginning of all Merrie Melodies cartoons from Warner Bros. For best results, use UNIPLAY to hear this peppy number.

ZOO-2010: Are you sick of new/different archiving formats yet? If not, check this file to see if ZOO's for you. All the necessary archiving utilities are here, plus a text file comparing ARC/ZOO. Some of the advantages of ZOO are its speed, the ability to store complete directories, and the repairing of damaged archives. The ZOO utilities were written by Rahul Dhesi, and implemented for the ST by Daan Josephus Jitta.

INF2DEMO, INF2HELP, INF2TUTR: INFORMER II, a database system from Soft-Aware, Unlimited, is a program available commercially. These three files contain a demo version which has a few features missing, does not save, and holds only 3K of data. Nevertheless, you can get a good idea of the program's many features (graphics included) by taking a look at this demo.

GEMRED: "GEM Redirect" will redirect output from TOS applications to a disk file or to the printer. This is especially useful for programmers who wish to redirect STDIN and STDOUT without using a command line shell. Written by Jim Kershner in Modula-2.

SCAN-RSC: This is a resource file viewer and lister. After loading a resource file, you can view the "trees" or print a listing of file statistics. Shareware from Dr. Bob.

CHECKING: which runs in color or mono, will manage one or several checking accounts. After your entries are made, they can be balanced, listed, printed, edited, and more. CHECKING requires GFA BASIC 3.0 or the PD run-only GFABASRO.PRG.

BIGPIC: is a little program which lets you blow up low resolution DEGAS (.PII) pictures and view them a quadrant at a time. BIGPIC was written in GFA BASIC.

ECOLOGY: Little is known about ECOLOGY. A never-released commercial game by Ocean, ECO has no documentation, although there is a built-in help screen listing joystick/keyboard commands. It's too bad this one never was completed; its graphics and sound (MIDI, if desired) are impressive.

JIGSAW20: "Electronic Jigsaw Puzzle, ver. 2.0" has had a major overhauling. Messing around with it is a fun way to kill several hours, especially when you should be doing real work (nobody's perfect). Simply load any DEGAS (compressed or not), NEOchrome, or TINY picture file, scramble the pieces, and then reassemble them. A picture can be broken up into as many as 100 pieces, and a border can be added. Pieces can be rotated, and scores can be tracked. A great job was done by Gordon Moore on this piece of shareware.

All of the files reviewed this month are available on GENie in the ST Roundtable. Next month we will include CompuServe PD files. ●

The Archive Bit

Compiled by Ron Kovacs from The ZMagazine Archives

November 1988, one year ago:

Atari reports they will be giving credit for purchasing Atari cartridges. They are sold presently at a cost of \$10 to \$30 each. Atari will give prizes and a two week vacation. If this experiment works, they will continue this promotion as a way of luring more people to purchase Atari products.

The first Atari Canadian Users Convention takes place in Toronto Canada. On display are all of Atari's products including the 260ST. New products talked about include the 68030 chip-based ST scheduled for shipment in early 1989 with enhanced resolution, stereo chip, more colors and the NEW TOS. Other products discussed include the laptop ST, an ST based game machine, and a new ST light light guns with games capable of utilizing it. One of the games announced was "Crossbow".

On November 17th, 1988 ZMagazine and ST-Report editors Ron Kovacs and Ralph Mariano split, ending their status as affiliated publications because of controversy surrounding editor Mariano. Kovacs gives ST-Report to Mariano, and in January 1989 begins STZMAG as his replacement for ST-Report Magazine.

Atari's Holiday Promotion is unveiled, offering free game cartridges to buyers of Atari video game systems and software. The "Atari Holiday Bonus Software Program" lets Christmas consumers who purchase an Atari 2600 or 7800 game system receive a bonus of two free game cartridges direct from Atari. Through December 31, Atari offers a \$50 consumer rebate on the purchase of the Atari XE.

GFA Systemtechnik informs US distributor Micfltron that they intend to begin marketing all their products, world wide, by themselves. GFA plans to start a new company in the USA called GFA USA. Hearing this, HiSoft approaches Micfltron about publishing their products in the United States.

Atari attends the 10th Comdex showing UltraScript which is said to be ready in early 1989. DTP processors on-hand included PageStream, Publisher ST, DeskSet, and Calamus. The PC4 and PC5 are on display with no word on US shipping dates. At the same show Commodore announces the Amiga 2000HD.

November 1987, two years ago:

Atari showcases the ABAQ at Comdex. The ABAQ, based on a "transputer" chip, runs more than 10 times faster than a PC/AT technology and more than 5 times faster than the 68020 with math processor. Atari unveils its new CD player capable of reading CD-ROM disks and of playing musical CD disks. The CD-ROM is supported by a Mega and ST-compatible DMA interface, and is to retail in early 1988 for under \$600. Also at Comdex, the Mega's SLM804 Laser printer, Deskset, WordPerfect, and Microsoft Write. Atari's IBM compatibles are shown, the PC2 (XT Compatible) and PC4 (AT Compatible), PC3 (VGA Graphics Operation), which join the PC1, "already available at \$799". Atari President Sam Tramiel states "I can see Atari Mega computers with laser printers as desktop publishing stations exchanging data with a satellite group of PC's as LAN stations. An entire office environment can be created. The PC, the Macintosh, and the Atari computers co-exist. Each can do the things they do best." Atari announces "Moses PromiseLAN," a local area network that can connect up to 17 PCs using off-the-shelf telephone wire. They will also be developing Moses PromiseLAN adaptors for its Mega and ST computers. Thus, the Mega and Atari laser printer will be able to share data with PCs and Apple Macintoshes.

November 1986, three years ago this month:

The Max Headroom Show gains popularity as Max appears in Conference on CompuServe. Max Headroom is best known for his witty, off-the-wall comments made while interviewing rock groups and other pop artists. Newsweek dubbed Max the "the TV talk show host of 1986 - no, make that the year 2000."

The Software Publishers Association announces it is offering a \$100 reward to anyone turning in information about computer bulletin board systems that distribute copyrighted software. As reported in ZMag, in order to collect the bounty, tipsters had to provide the name, telephone number and log-on information of a pirate BBS, as well as the street address and name of the sysop, a disk containing copyrighted materials downloaded from it, and a printout of other copyrighted material posted there. \$500.00 is already paid out to tipsters.

ZMagazine makes its debut in Sweden on at least three BBS systems.

Atari entertains the masses at the 1986 Comdex show with Publishing Partner from Softlogik, and 8-bit products like the XEP80, SX212, and the long awaited Blitter chip promised, for early 1987 for \$120. Sam Tramiel states "Atari is bringing its philosophy of "Power Without the Price" to the wider peripheral market." ●



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The Original Last Hacks

Trials Of A Cheapskate

by Chet Kapusinski (CHAOS)

I'm not sure if the following experience is a result of my heritage or what. I remember my mother always accusing my father of being too tight with his money.

Anyway, last spring, E. Arthur Brown offered an inexpensive sound digitizer for \$39.95. This was a great deal and was confirmed when Brian Goluska demonstrated the product at one of our monthly gatherings.

My interest was almost immediate after the demo. But I noticed a better deal! Eben also offered the same device in kit form for only \$19.95! Wow! I couldn't resist. And it couldn't be too difficult of a project. Not after my old Heathkit and Dynaco projects of the 60's and other more recent ones.

After receiving my "kit", I quickly became disappointed and somewhat angry. My newly acquired kit consisted of an RCA cable and connector, plastic case and circuit board. No chips, no resistors, and no capacitors! The kit instructions indicated that some parts could be obtained from Radio Shack but others would have to be obtained at other electronic supply stores. And if all components could not be found locally, all the parts could be ordered from some mail order joint in Arizona or California. !@#%&*()_+~^!

I really began to realize my mistake when I found that all the components could not be purchased locally. For only \$20 more bucks, I could have had the whole assembled, tested product!

Not to be totally defeated, I remembered my discovery of an electronic supply store in the Detroit area and that I frequently travel to Detroit for my employer. I could stop on one of my trips and pick up the remaining components and still come out ahead!

After the Detroit trip, and 12 bucks later, (\$32 total, I didn't have to count travel gas as that was paid for), I eagerly fired up my soldering iron and finished the relatively easy project in less than 2 hours. Now, I was all set to start capturing sound!

I plugged in my little cartridge, found the "audio out" on the back of my Dynaco (kit) stereo, made the appropriate connections and loaded the software that came with the kit. My excitement and satisfaction soon faded, when the sound coming thru the monitor was accompanied by a lot of crackling distortion - like an AM radio on a stormy night. For only 20 more bucks I

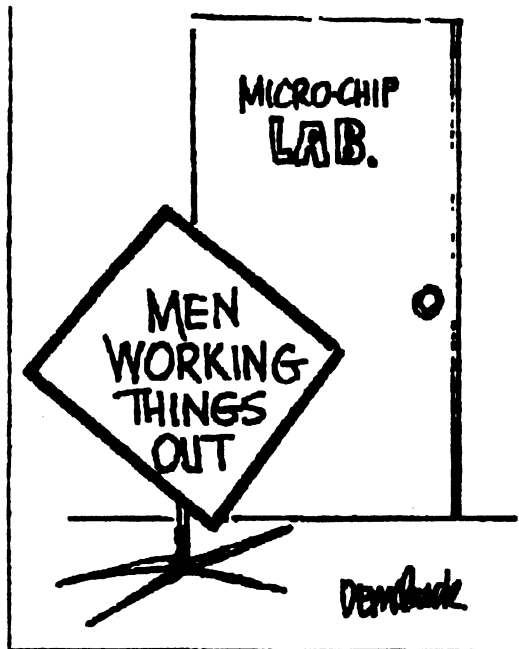
could of had..... I spend that much on family outings to McDonalds!

I checked all the components for wrong numbers or values, and looked for dull looking solder connections. Nothing of substance was found. I even borrowed Brian's digitizer and peeked inside to see if things looked the same. I couldn't find a thing! The only possibility now was bad components.

I replaced a chip. I replaced a resistor. Then another chip. I was ready to give up and just for the heck of it decided to heat up each solder connection again. Bingo!!!!

I spent around 40 bucks on my digitizer. And obviously, I think all will agree, the moral to this story is too obvious to mention.

(Editor's note: Chet was scheduled to give a presentation on "How To Save Money by Doing It Yourself" at an upcoming meeting, but says he'd rather wait till he has researched it just a bit further. His most recent home project is said to be a hard drive kit which to date has only cost him \$20 more than the ready-made unit, and "should be working real soon now".)



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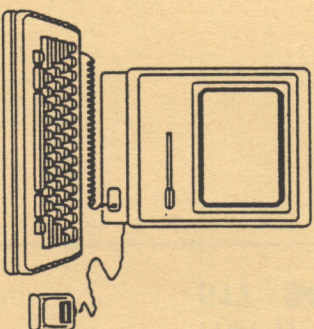
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